PATENT

C.   AMENDMENTS TO THE CLAIMS

1.   (currently amended)   A method for splicing network
connections, said method comprising:
receiving a first handoff request from a first node
    corresponding to a first node identifier, wherein the
    first node is connected to a client node using a first
    connection;
identifying a second node based on a second node
    identifier, wherein the second node is connected to
    the first node using a second connection;
updating one or more connection tables with data
    corresponding to the first and second connections,
    wherein the connection tables include a first mapping
    table and a reverse mapping table; and
redirecting one or more client packets sent over the first
    connection from the client node to the second node in
    response to the updated connection tables;
writing a first reverse mapping entry to the first mapping
    table, the first reverse mapping entry including the
    second node identifier, the first node identifier and
    a pointer to the reverse mapping table; and
writing a second reverse mapping entry in the reverse
    mapping table, the reverse mapping entry including the
    client node identifier.

2.   (currently amended)   The method as described in claim 1
wherein the updating further comprises:
writing a first entry to the [[a]] first mapping table, the
    first entry including [[a]] the client node identifier
    corresponding to the client node, [[a]] the first node

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identifier ~~corresponding to the first node~~, and a
pointer to a second mapping table;

creating the second mapping table; and

writing a second entry in the second mapping table, the
second entry including the second node identifier.

3. (original) The method as described in claim 2 further
comprising:

writing a third entry in the second mapping table in
response to receiving a second handoff request, the
third entry identifying a third node, wherein the
second entry includes a first handoff sequence value
corresponding to the first handoff request and wherein
the third entry includes a second handoff sequence
value corresponding to the second handoff request;

receiving a request from the client, the request including
a request sequence value corresponding to the request;
and

redirecting the request to the third node in response to
the request sequence value being greater than or equal
to the second handoff sequence value.

4. (original) The method as described in claim 3 further
comprising:

redirecting the request to the second node in response to
the request sequence value being greater than or equal
to the first handoff sequence value and less than the
second handoff sequence value.

5. (canceled)

6. (currently amended) The method as described in claim [[5]]
    1 further comprising:
    receiving a packet from the second node that includes a
        destination address identifying the first node;
    matching the packet to the first reverse mapping entry;
    retrieving the client node identifier from the reverse
        mapping table in response to the matching; and
    changing the destination address to identify the client
        node identifier.

7. (original) The method as described in claim 1 further
    comprising:
    redirecting one or more response packets sent by the second
        node over the second connection to the client node in
        response to the updated tables.

8. (currently amended) An information handling system
    comprising:
    one or more processors;
    a memory accessible by the processors;
    a network interface connecting the information handling
        system to a computer network; and
    a connection splicing tool for splicing connections between
        nodes, the connection splicing tool including:
        means for receiving a first handoff request from a
            first node, wherein the first node is connected
            to a client node using a first connection over
            the computer network;
        means for identifying a second node based on a second
            node identifier, wherein the second node is
            connected to the first node using a second
            connection over the computer network;

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means for updating one or more connection tables with
     data corresponding to the first and second
     connections, wherein the connection tables
     include a first mapping table and a reverse
     mapping table; and

means for redirecting one or more client packets sent
     over the first connection from the client node to
     the second node in response to the updated
     connection tables;

means for writing a first reverse mapping entry to the
     first mapping table, the first reverse mapping
     entry including the second node identifier, the
     first node identifier and a pointer to the
     reverse mapping table; and

means for writing a second reverse mapping entry in
     the reverse mapping table, the reverse mapping
     entry including the client node identifier

9.   (currently amended) The information handling system as
     described in claim 8 wherein the means for updating further
     comprises:
     means for writing a first entry to the [[a]] first mapping
          table stored in the memory, the first entry including
          [[a]] the client node identifier corresponding to the
          client node, [[a]] the first node identifier
          corresponding to the first node, and a pointer to a
          second mapping table stored in the memory;
     means for creating the second mapping table; and
     means for writing a second entry in the second mapping
          table, the second entry including the second node
          identifier.

10. (original) The information handling system as described in
     claim 9 further comprising:
     means for writing a third entry in the second mapping table
          in response to receiving a second handoff request, the
          third entry identifying a third node connected to the
          computer network, wherein the second entry includes a
          first handoff sequence value corresponding to the
          first handoff request and wherein the third entry
          includes a second handoff sequence value corresponding
          to the second handoff request;
     means for receiving a request from the client over the
          computer network, the request including a request
          sequence value corresponding to the request; and
     means for redirecting the request to the third node in
          response to the request sequence value being greater
          than or equal to the second handoff sequence value.

11. (original) The information handling system as described in
     claim 10 further comprising:
     means for redirecting the request to the second node in
          response to the request sequence value being greater
          than or equal to the first handoff sequence value and
          less than the second handoff sequence value.

12. (canceled)

13. (currently amended)The information handling system as
     described in claim ~~12~~ 8 further comprising:
     means for receiving a packet from the second node over the
          computer network, the packet including a destination
          address identifying the first node;

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means for matching the packet to the first reverse mapping
        entry;
means for retrieving the client node identifier from the
        reverse mapping table in response to the matching; and
means for changing the destination address to identify the
        client node identifier.

14.   (original) The information handling system as described in
       claim 8 further comprising:
means for redirecting one or more response packets sent by
        the second node over the second connection to the
        client node in response to the updated tables.

15.   (currently amended) A computer program product stored in a
       computer operable media for splicing network connections,
       said computer program product comprising:
means for receiving a first handoff request from a first
        node, wherein the first node is connected to a client
        node using a first connection;
means for identifying a second node based on a second node
        identifier, wherein the second node is connected to
        the first node using a second connection;
means for updating one or more connection tables with data
        corresponding to the first and second connections,
        wherein the connection tables include a first mapping
        table and a reverse mapping table; and
means for redirecting one or more client packets sent over
        the first connection from the client node to the
        second node in response to the updated connection
        tables;
means for writing a first reverse mapping entry to the
        first mapping table, the first reverse mapping entry

including the second node identifier, the first node
identifier and a pointer to the reverse mapping table;
and

means for writing a second reverse mapping entry in the
reverse mapping table, the reverse mapping entry
including the client node identifier.

16.   (currently amended) The computer program product as
described in claim 15 wherein the means for updating
further comprises:
means for writing a first entry to the [[a]] first mapping
table, the first entry including [[a]] the client node
identifier ~~corresponding to the client node~~, [[a]] the
first node identifier ~~corresponding to the first node~~,
and a pointer to a second mapping table;
means for creating the second mapping table; and
means for writing a second entry in the second mapping
table, the second entry including the second node
identifier.

17.   (original) The computer program product as described in
claim 16 further comprising:
means for writing a third entry in the second mapping table
in response to receiving a second handoff request, the
third entry identifying a third node, wherein the
second entry includes a first handoff sequence value
corresponding to the first handoff request and wherein
the third entry includes a second handoff sequence
value corresponding to the second handoff request;
means for receiving a request from the client, the request
including a request sequence value corresponding to
the request; and

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means for redirecting the request to the third node in
> response to the request sequence value being greater
> than or equal to the second handoff sequence value.

18.   (original) The computer program product as described in
claim 17 further comprising:
means for redirecting the request to the second node in
> response to the request sequence value being greater
> than or equal to the first handoff sequence value and
> less than the second handoff sequence value.

19.   (canceled)

20.   (currently amended) The computer program product as
described in claim ~~19~~ 15 further comprising:
means for receiving a packet from the second node that
> includes a destination address identifying the first
> node;
means for matching the packet to the first reverse mapping
> entry;
means for retrieving the client node identifier from the
> reverse mapping table in response to the matching; and
means for changing the destination address to identify the
> client node identifier.

21.   (new) The method as described in claim 1 further
comprising:
recording a sequence range corresponding to the first
> handoff request;
receiving a packet from the client node, the packet
> including a sequence value;
performing the redirecting only if the packet's sequence
> value is within the sequence range.

22.   (new) The information handling system as described in claim
        8 further comprising:
        means for recording a sequence range corresponding to the
            first handoff request;
        means for receiving a packet from the client node, the
            packet including a sequence value;
        means for performing the redirecting only if the packet's
            sequence value is within the sequence range.

23.   (new) The computer program product as described in claim 15
        further comprising:
        means for recording a sequence range corresponding to the
            first handoff request;
        means for receiving a packet from the client node, the
            packet including a sequence value;
        means for performing the redirecting only if the packet's
            sequence value is within the sequence range.